

**AMENDMENTS TO THE CLAIMS**

Upon entry of the present amendment, the status of the claims will be as is shown below. This listing of claims replaces all previous versions and listings of claims in the present application.

**Listing of Claims:**

1. (Currently Amended)      An electronic chat joining method, comprising:  
requesting, by a chairman video game terminal, a server to open a chat, the server opening the chat by setting an area of a database for storing chat messages;  
storing setup information, for accessing the area of the database to be set by the server and before the server sets the area of the database, in a storage of the chairman video game terminal;  
creating, by the chairman video game terminal and while the server is setting the area of the database, an invitation message comprising the setup information stored in the storage;  
giving, by the chairman video game terminal, an instruction for transmission of the invitation message;  
transmitting, ~~while the server is setting the area of the database,~~ the invitation message comprising the setup information from the chairman video game terminal to a guest video game terminal based on the instruction;  
receiving, by the guest video game terminal, the invitation message;  
obtaining, by the guest video game terminal, the setup information from the

invitation message;

creating, by the guest video game terminal, an access request signal based on the setup information;

transmitting, from the guest video game terminal to the database, the access request signal created by the guest video game terminal in response to the guest video game terminal receiving a guest instruction,

wherein the setup information is not visible on the guest video game terminal, and

wherein the setup information includes a password that is communicated from the chairman video game terminal to at least one of the server and the guest video game terminal without modification and that initiates and authenticates access to the area of the database by the guest video game terminal.

2. (Previously Presented) The electronic chat joining method according to claim 1, wherein the setup information comprises at least one of a name of an electronic conference and a code number for accessing the area of the database.

3. (Previously Presented) The electronic chat joining method according to claim 1, further comprising:

receiving, by the chairman video game terminal, an opening response signal from the server, the opening response signal indicating that the area of the database has been set, the opening response signal comprising an ID number for allowing the server to identify the area of the database;

transmitting the invitation message containing the ID number from the chairman video game terminal to the guest video game terminal; and

adding the ID number contained in the invitation message to the access request signal.

4. (Previously Presented) The electronic chat joining method according to claim 3, wherein the setup information comprises at least one of a name of the electronic conference and a code number for accessing the area of the database.

5. (Currently Amended) An electronic chat joining system, comprising:  
a chairman video game terminal including:

an area requestor that requests a server to open a chat, said server opening said chat by setting an area of a database for storing chat messages;

a storage that stores, before said server sets said area of said database, setup information for accessing said area of said database;

an invitation message creator that creates, while said server is setting said area, an invitation message comprising said setup information stored in said storage;

an instructor that issues an instruction for transmission of said invitation message created by said invitation message creator; and

an invitation signal transmitter that transmits, ~~while said server is setting said area,~~ said invitation message comprising said setup information to a guest video game terminal in response to said instruction from said instructor; and

said guest video game terminal including:

a setup information retriever that receives said invitation message and obtains said setup information;

an access request signal source that creates an access request signal

comprising said setup information obtained by said setup information retriever; and

a request signal transmitter that transmits, to said database, said access request signal created by said access request signal source in response to said guest video game terminal receiving a guest instruction,

wherein said setup information is not visible on said guest video game terminal, and

wherein said setup information includes a password that is communicated from said chairman video game terminal to at least one of the server and the guest video game terminal without modification and that initiates and authenticates access to the area of the database by the guest video game terminal.

6. (Previously Presented) The electronic chat joining system according to claim 5, wherein said setup information comprises at least one of a name of an electronic conference and a code number for accessing said area of said database.

7. (Previously Presented) The electronic chat joining system according to claim 5, wherein said chairman video game terminal further comprises a receiver that receives an opening response signal from said server, said opening response signal indicating that said area has been set in said database,

said opening response signal comprises an ID number for allowing said server to identify said area of said database,

said invitation signal transmitter transmits said invitation message comprising said ID number, and

said access request signal source adds said ID number contained in said invitation

message to said access request signal.

8. (Previously Presented) The electronic chat joining system according to claim 7, wherein said setup information comprises at least one of a name of an electronic conference and a code number for accessing said area of said database.

9. (Currently Amended) A storage medium having programs recorded thereon, comprising:

a chairman code segment that causes a chairman video game terminal to:

request a server to open a chat, the server opening the chat by setting an area of a database for storing chat messages;

store, before the server sets the area of the database, setup information for accessing the area of the database to be set by the server in a storage;

create, while the server is setting the area of the database, an invitation message comprising the setup information stored in the storage;

give an instruction for transmission of the invitation message; and

transmit, ~~while the server is setting the area of the database~~, the invitation message containing the setup information to the guest video game terminal in response to the instruction; and

a guest code segment that causes the guest video game terminal to:

receive the invitation message and obtain the setup information;

create an access request signal comprising the setup information; and

transmit, to the database, the access request signal in response to the guest video game terminal receiving a guest instruction,

wherein the setup information is not visible on the guest video game terminal, and

wherein the setup information includes a password that is communicated from the chairman video game terminal to at least one of the server and the guest video game terminal without modification and that initiates and authenticates access to the area of the database.

10. (Cancelled)

11. (Previously Presented) The electronic chat joining method according to claim 1, further comprising:

creating, by the chairman video game terminal, a chat opening message comprising a type of the chat opening message, a message title, and a text box, which are required to transmit the invitation message to the guest video game terminal;

giving an instruction from the chairman video game terminal for transmission of the chat opening message; and

transmitting, from the chairman video game terminal, a chat opening signal based on the instruction.

12. (Previously Presented) The electronic chat joining method according to claim 11, wherein the chat opening message further comprises input columns for an alias name of the chairman and the password which are required to request the server to open an electronic conference room.

13. (Previously Presented) The electronic chat joining method according to

claim 11, wherein the input columns for the alias name in the chat opening message is displayed as an electronic conference room name in the invitation message.

14. (Previously Presented) The electronic chat joining method according to claim 11, further comprising:

transmitting a command for inviting selected guests from the chairman video game terminal; and

editing the invitation message by selecting guests from an address book while the chat opening process is in progress.

15. (Previously Presented) The electronic chat joining method according to claim 3, further comprising generating a command for inviting selected guests by obtaining the alias name and the password from the chat opening message and obtaining the chat ID from the opening response signal.

16. (Previously Presented) The electronic chat joining method according to claim 15, wherein the password and the chat ID are recognized by the guest video game terminal during the exchange of the signals but are not communicated to the guest through the screen.

17. (Previously Presented) The electronic chat joining method according to claim 1, further comprising transmitting, from the guest video game terminal to the chairman video game terminal, an invitation answer signal in response to the guest video game terminal receiving the guest instruction.

18. (Previously Presented) The electronic chat joining method according to claim 1, wherein the chairman video game transmits the setup information to the server when requesting the server to set the area of the database for storing chat messages.

19. (Previously Presented) The electronic chat joining system according to claim 5, wherein said guest video game terminal further comprises an invitation answer transmitter that transmits, to said chairman video game terminal, an invitation answer signal in response to said guest video game terminal receiving said guest instruction.

20. (Previously Presented) The electronic chat joining system according to claim 5, wherein said area requestor transmits said setup information to said server when requesting said server to set said area of said database for storing chat messages

21. (Previously Presented) The storage medium according to claim 9, wherein said executable chairman code segment, when executed, causes the guest video game terminal to transmit, to the chairman video game terminal, an invitation answer signal in response to the guest video game terminal receiving the guest instruction.